NES-Q4-USA

GAME PAK INSTRUCTIONS

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Masters of the Game™

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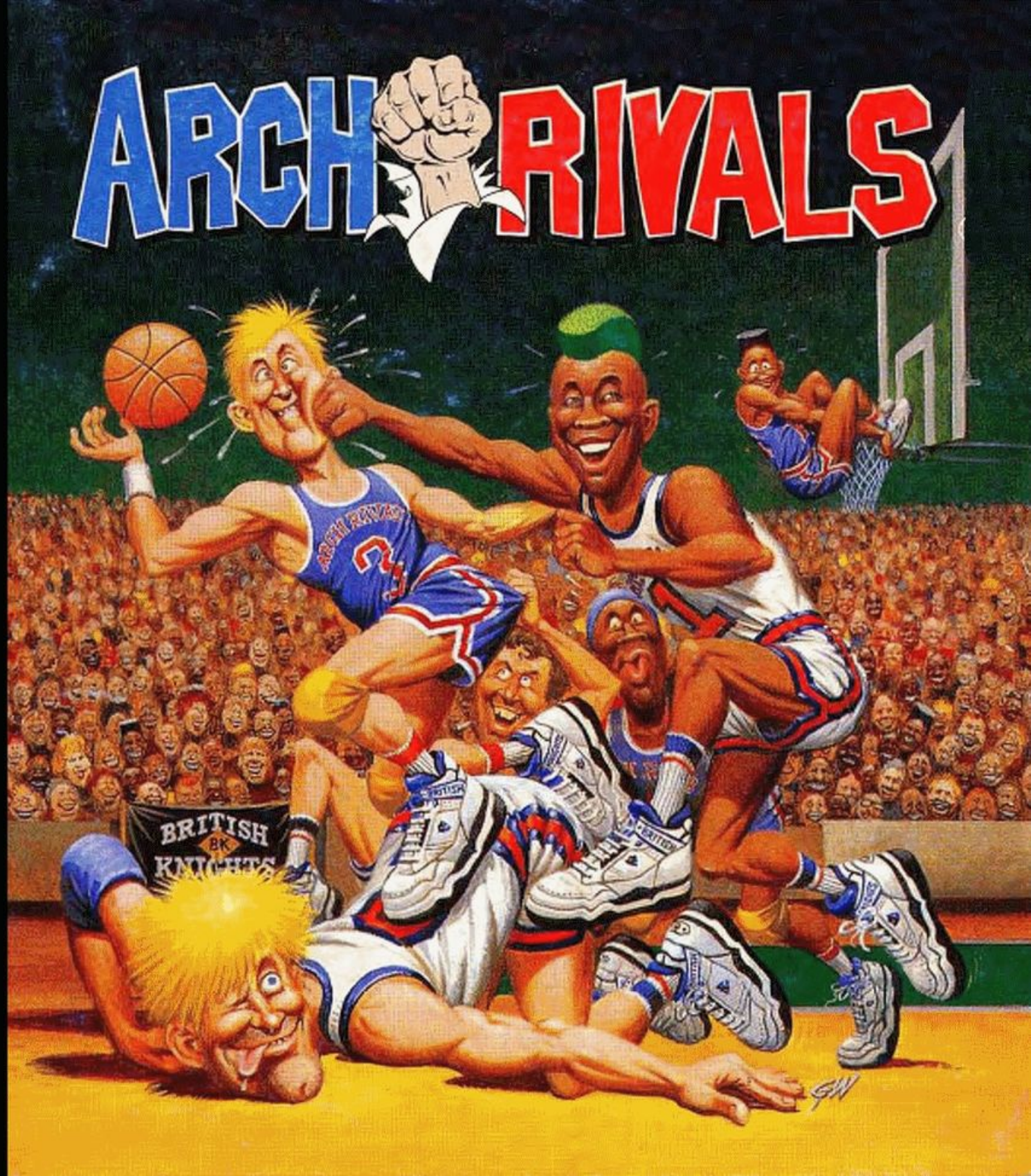

It might look like basketball, but take a closer look. Didn't that player just floor an opposing player with a well telegraphed right hook?...And what about that guy over there?...Isn't he pulling down his opponent's shorts? This isn't just basketball. It's basket*brawl*. Sure, you'll need to show off your basic B-ball skills as well...but this game is far more challenging and exciting than just that. So come on, lace up...grab a ball...and hit the court with Tyrone, Vinnie and the rest of the ARCH RIVALS.

Official Nintendo Seal of Quality

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.®

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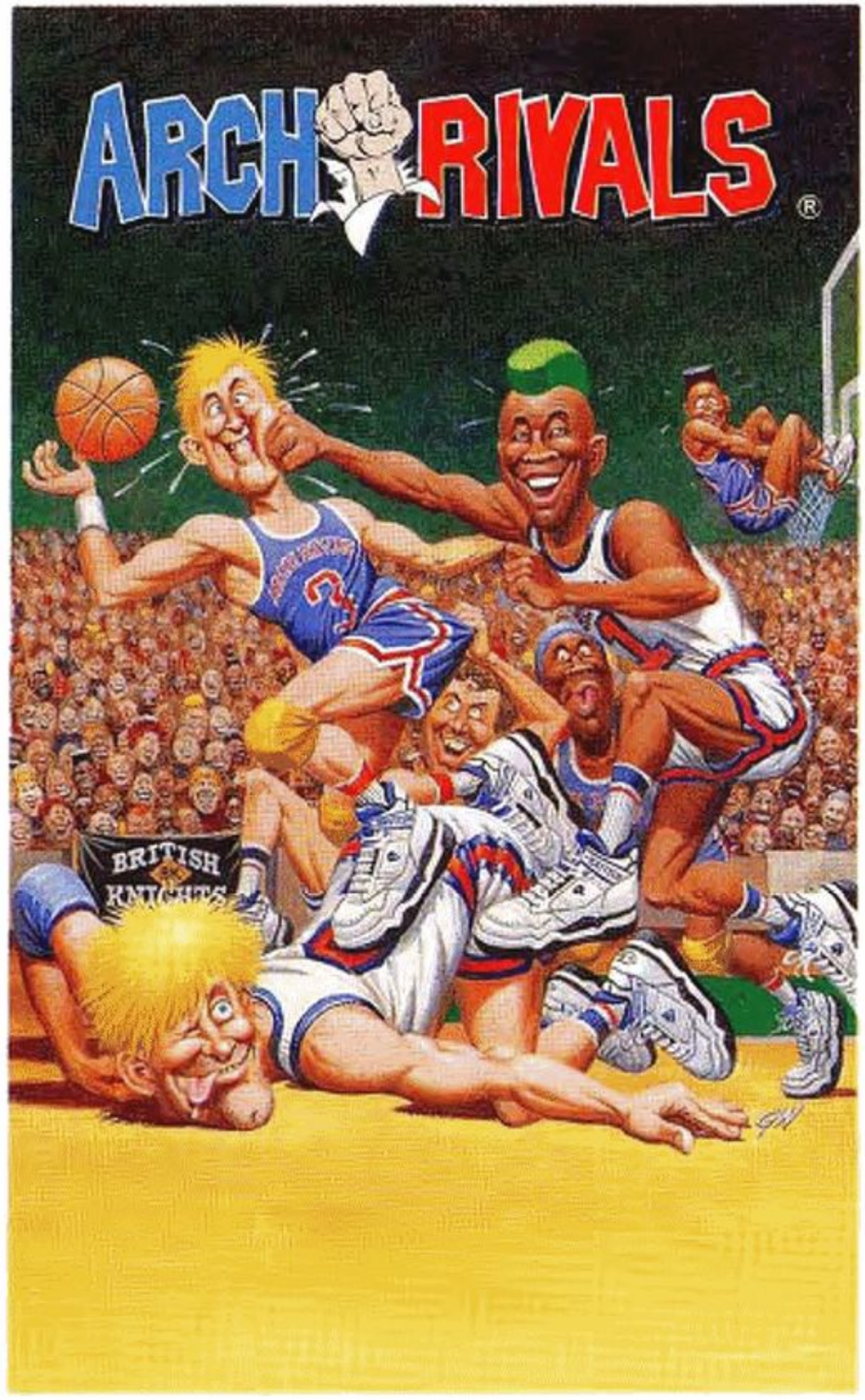
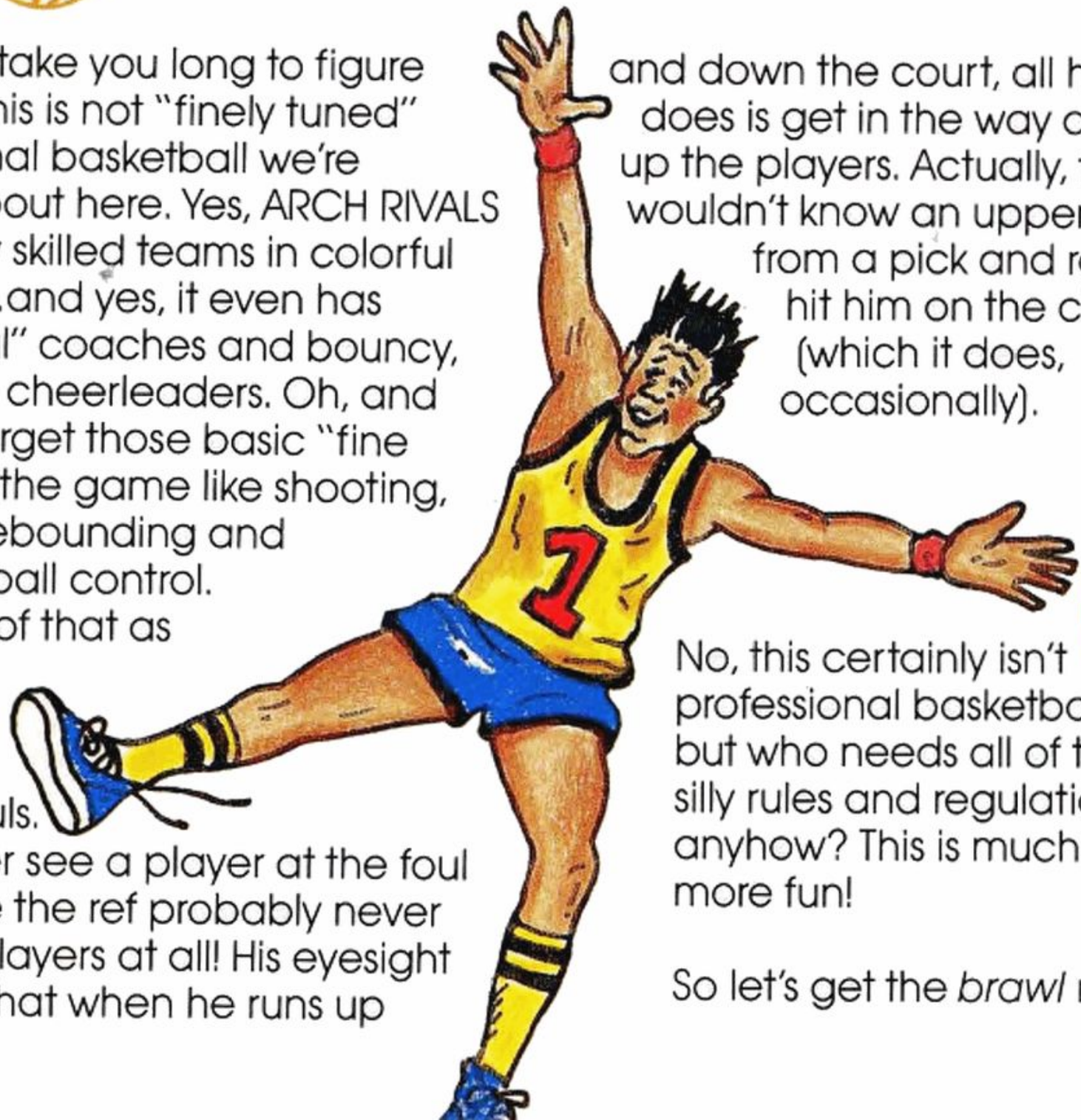


It won't take you long to figure out that this is not "finely tuned" professional basketball we're talking about here. Yes, ARCH RIVALS has highly skilled teams in colorful uniforms...and yes, it even has "emotional" coaches and bouncy, energetic cheerleaders. Oh, and let's not forget those basic "fine points" of the game like shooting, passing, rebounding and all-round ball control. It's got all of that as well, but what it doesn't have is fouls. You'll never see a player at the foul line...since the ref probably never sees the players at all! His eyesight is so bad that when he runs up and down the court, all he really does is get in the way and trip up the players. Actually, this guy wouldn't know an uppercut from a pick and roll if it hit him on the chin (which it does, occasionally).



No, this certainly isn't professional basketball... but who needs all of those silly rules and regulations anyhow? This is much more fun!

So let's get the *brawl* rolling!

READY OR NOT...

LOADING

1. Make sure the power switch on your NINTENDO® control deck is OFF.
2. Insert the ARCH RIVALS® cartridge as described in your NINTENDO ENTERTAINMENT SYSTEM® manual.
3. Turn the power switch ON.

You'll first see the ARCH RIVALS credits screen, then the title screen. Press the START BUTTON to get to the player selection screen.

TO CHOOSE TEAM NAMES AND UNIFORM COLORS

Press the B BUTTON while you're in the selection screen.

1 OR 2 PLAYERS?

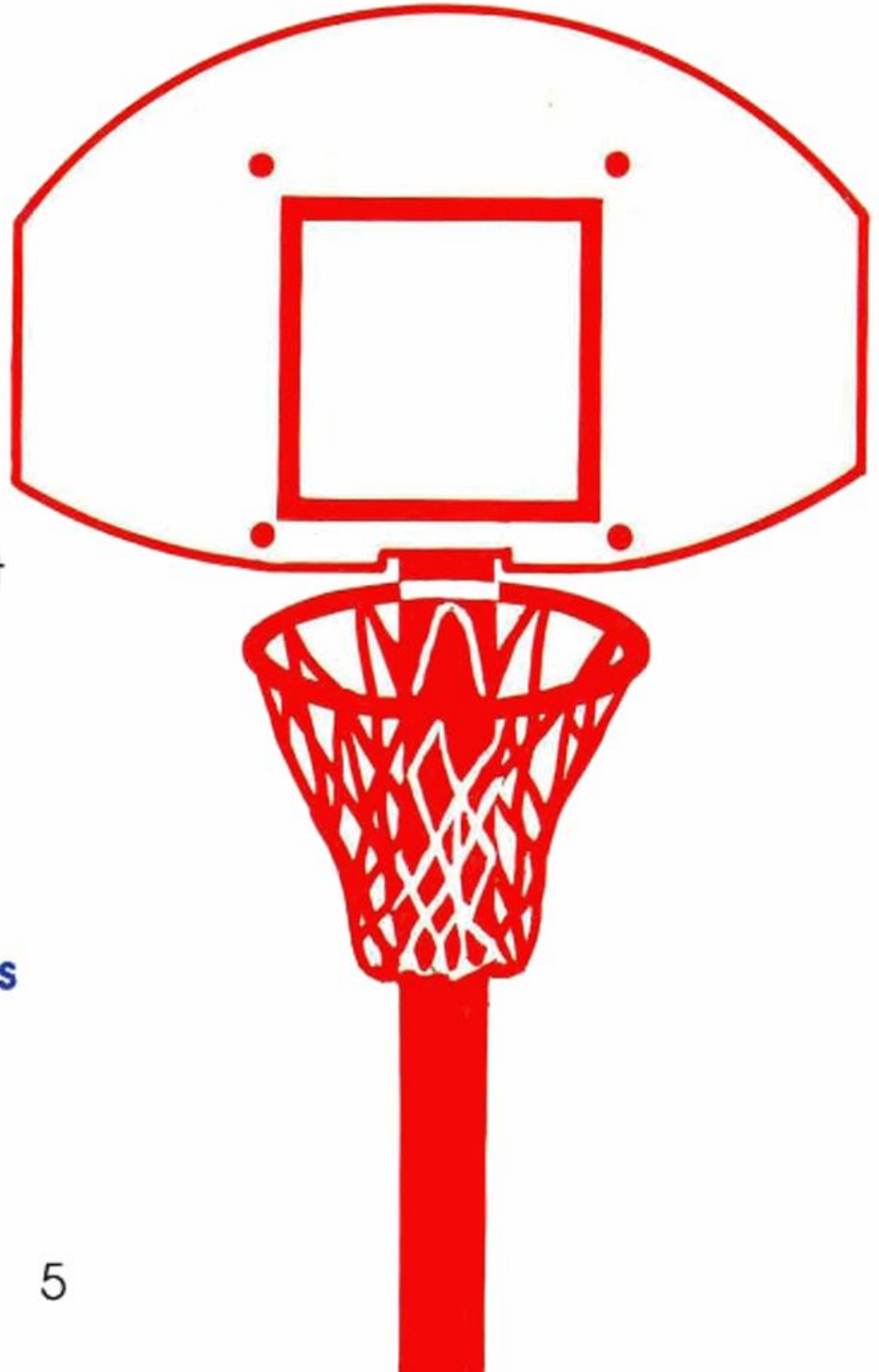
Press the SELECT BUTTON to move the blinking arrow.

START GAME OR VIEW INFORMATION?

All of what you need to know to play ARCH RIVALS is available right on the screen.

To view information, press the A BUTTON. You'll find separate screens that outline the following phases of the game:

- **How to Execute Defensive Moves**
- **Defensive Game Strategies**
- **Executing Offensive Moves**
- **Offensive Strategies**



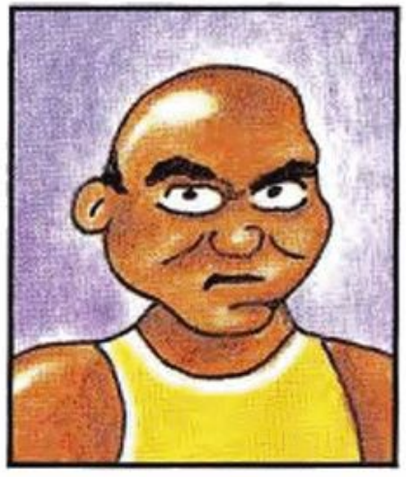
PLAYER SELECTION

Each ARCH RIVALS team is made up of 2 players. You control 1 and the computer controls your teammate.

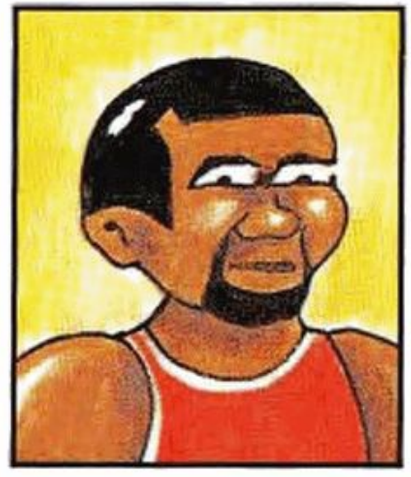
There are 8 different players to choose from for each team. They all offer different skills and abilities.

To select the player you want to control, press the cross-key arrows until the selection arrow points to that player. Then press START. In a 2-player game, player #1 selects from the team on the left and player #2 from the team on the right.

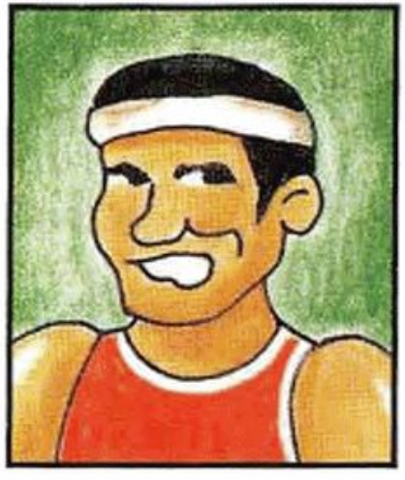
PLAYERS' PROFILES



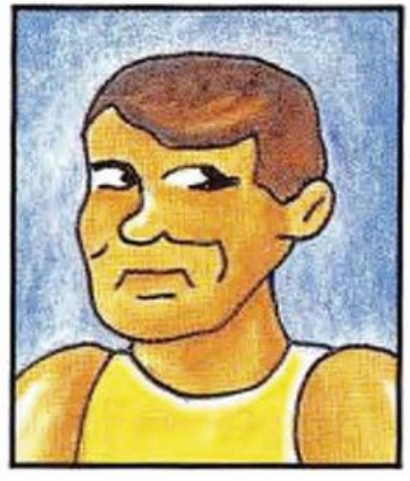
TYRONE
When this guy "blocks the lane," he really "blocks the lane." No one gets by Tyrone without first receiving an elbow or fist in the face.



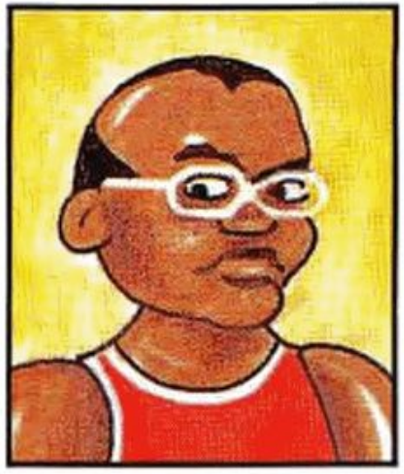
HAMMER
This guy can nail them from anywhere on the court, but you take a pounding when you challenge him under the boards.



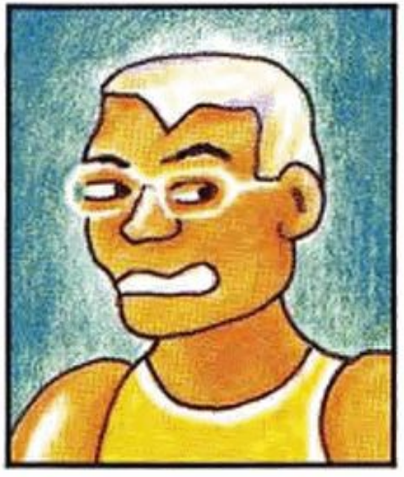
VINNIE
They don't come much better than Vinnie. He's got great ball-handling abilities and he's a real team player. Sounds too good to be true!



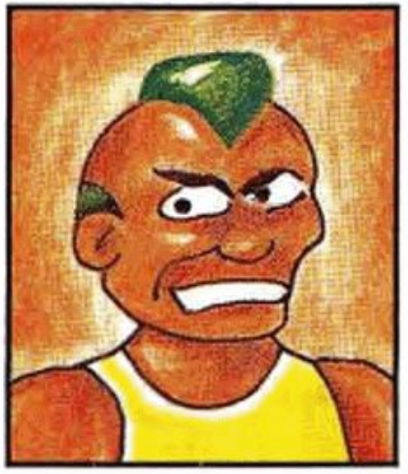
MOOSE
He might not be the youngest or quickest guy on the floor, but sometimes experience makes all the difference. Don't forget, he led his team in scoring 3 seasons in a row.



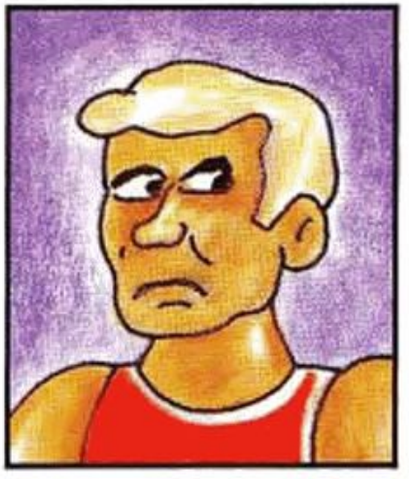
LEWIS
Mr. Technique. Mr. Smooth. Mr. Moves. His mother is the only one who still calls him "Lewis." (Boy, does he hate when she does.)



BLADE
The fans love him... And so do the cheerleaders. He's the original shot-maker/heart-breaker. Not a bad guy to have as your teammate – especially when his admirers are too many for him to handle alone.



MOHAWK
This maniac doesn't care who he has to run over – as long as he runs to the hoop. Don't mess with his hair, though, or he'll hand you his own type of technical foul.

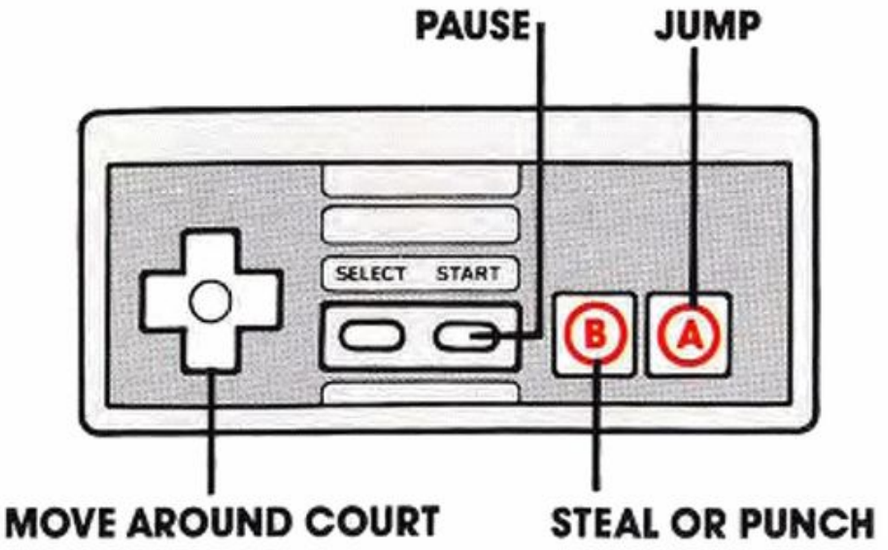


REGGIE
He was the All-Stars' All-Star at one time. But that was 10 years ago. He still has the "touch" though and could prob-ably sink 'em with his eyes closed... and it sometimes looks like he tries.

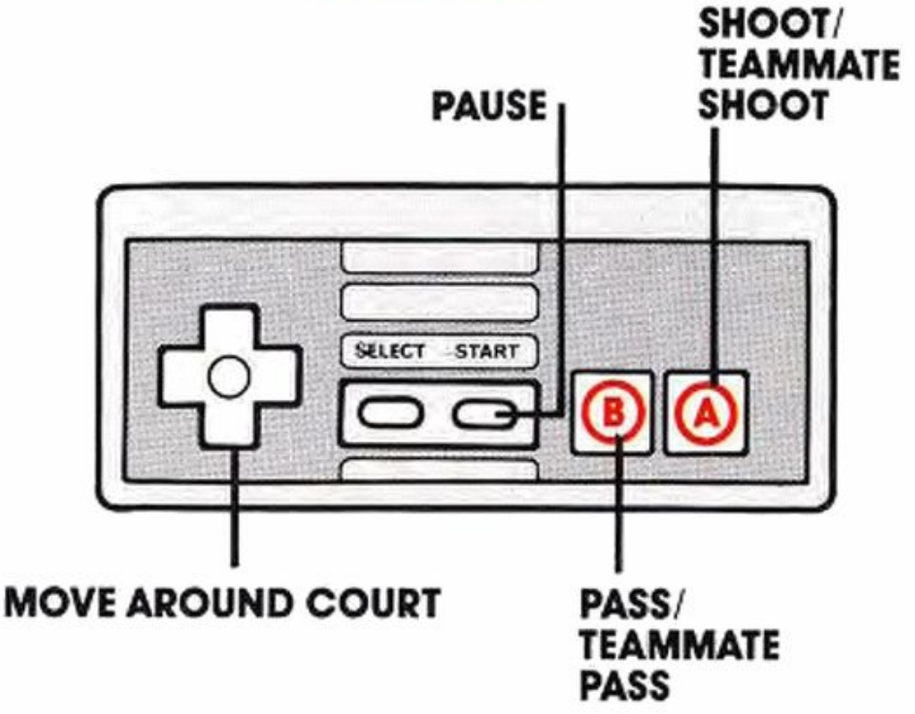
THE CONTROLS

Note: *The following information is also available on-screen by pressing the A BUTTON when in the SELECT NUMBER OF PLAYERS screen. However, if you need to refresh your memory while engaged in strenuous physical activity on the court (or maybe you're just in the middle of receiving a "right to the jaw"), please refer to the following:*

DEFENSE



OFFENSE



DEFENSIVE MOVES

To jump – Press the A BUTTON.

To steal or punch – Hold down the B BUTTON, face your opponent, then release the B BUTTON.

To lunge – Hold down the B BUTTON and tap the A BUTTON.

To grab a rebound – Get to the ball before anyone else!

OFFENSIVE MOVES

WITH THE BALL:

To shoot – Press the A BUTTON.

To pass – Hold down the B BUTTON.

To "fake out" your opponent – Hold down the B BUTTON, then hit the A BUTTON.

WITHOUT THE BALL:

To tell teammate to shoot – Press the A BUTTON.

To tell teammate to pass – Press the B BUTTON.

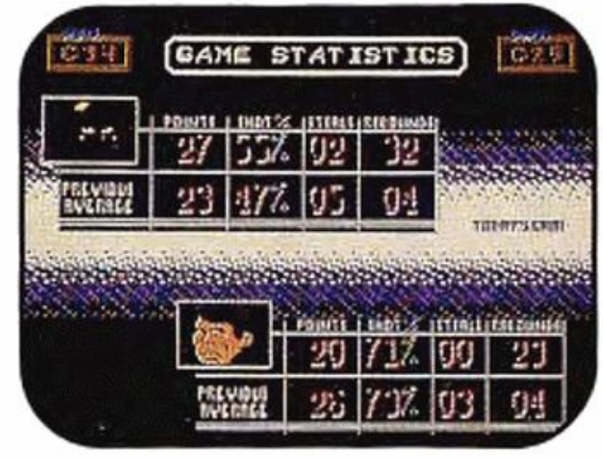
To grab a rebound – Jump by pressing the A BUTTON.

THE GAME

An ARCH RIVALS game consists of 4 quarters, each 3 minutes in length.

Between quarters (but not at the half) you'll be treated to airings of "COACHES CORNER" – sponsored by British Knights athletic footwear. Pay attention to the tips given during these features.

During half-time, you'll enjoy a heart-pounding performance by the ARCH RIVALS super-talented cheerleading squad. It may be a quick show... but they certainly give it their all.



At the end of the game you will have a chance to view your actual post-game statistics and see how well you really played.

Remember: winning isn't everything. Self-improvement is a big part of what makes all the ARCH RIVALS better people...

OK. OK. Let's cut the baloney. Winning *is* everything for the ARCH RIVALS. But statistics are still a cool feature.

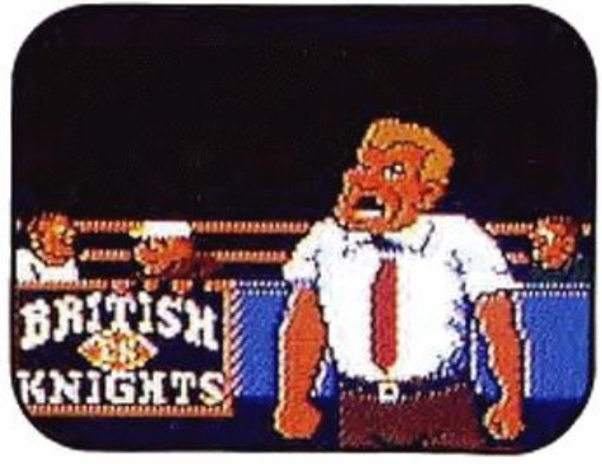
WHICH WAY DID HE GO?

When one of your players is positioned off the screen, an arrow will appear showing where he is located.

Learn to pay attention to these arrows. They are a big help in a fast-paced fast break style of game.

TIPS FROM THE COACH

- Remember, in ARCH RIVALS there is really only 1 rule and that is: there are *no* rules. Just do whatever it takes to win.
- Follow the control movements given to you in the instructions. Then experiment on your own. You might surprise yourself (and your opponent) with what you come up with. It's all in hitting the right combination of buttons at the right time.
- Fast breaks could break the game wide open. When your teammate has the ball, try running off the screen, towards the hoop, and call for a pass. Then check out what happens.



- Don't be afraid to put up a desperation shot every now and then. What might seem impossible in real life is actually quite possible in the world of ARCH RIVALS.
- Play tough "D." Whether you choose to play a zone or man-to-man, stay on top of your opponent. Stay in his face and force him to put up poor shots.

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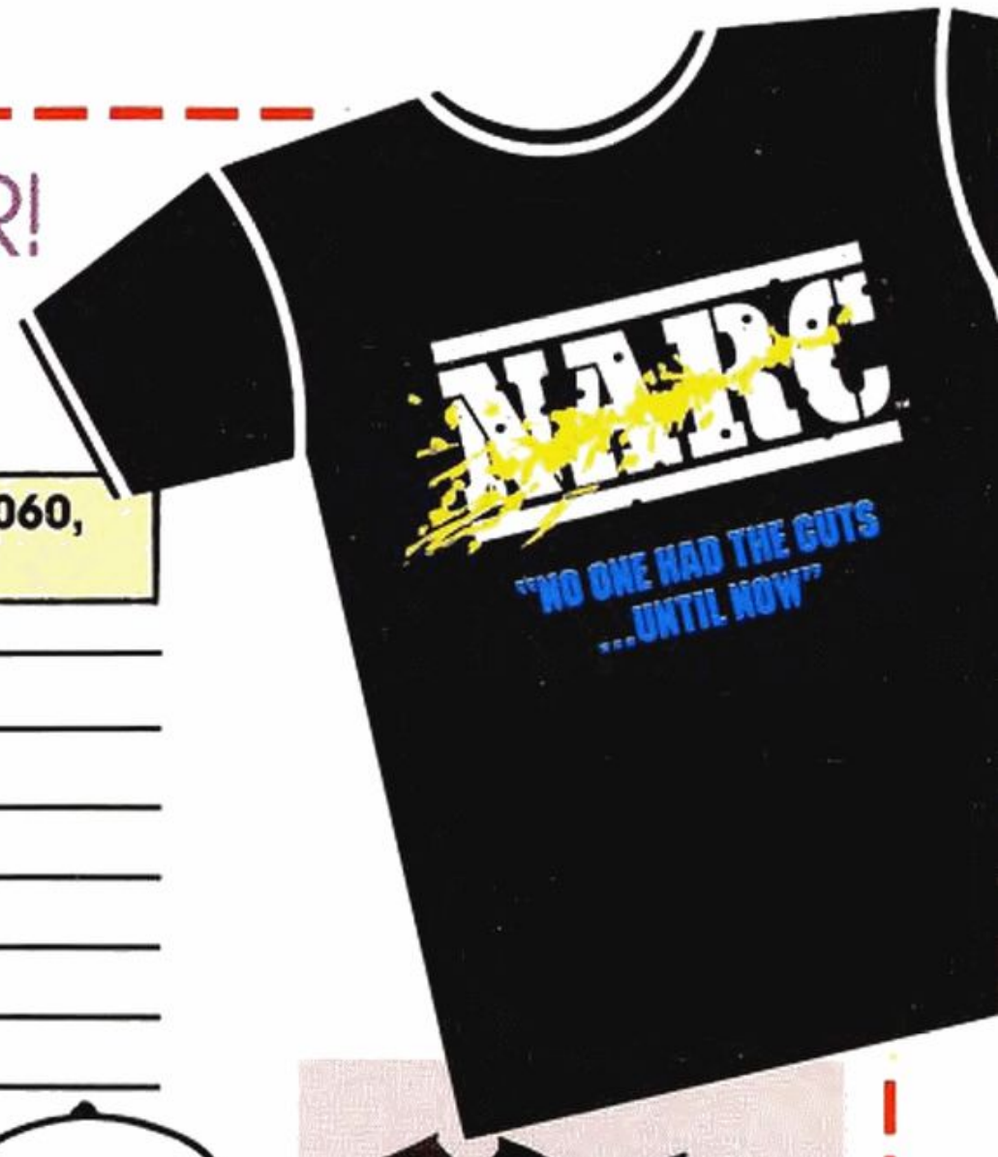

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- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful. How to identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

Acclaim Hotline (516) 624-9300

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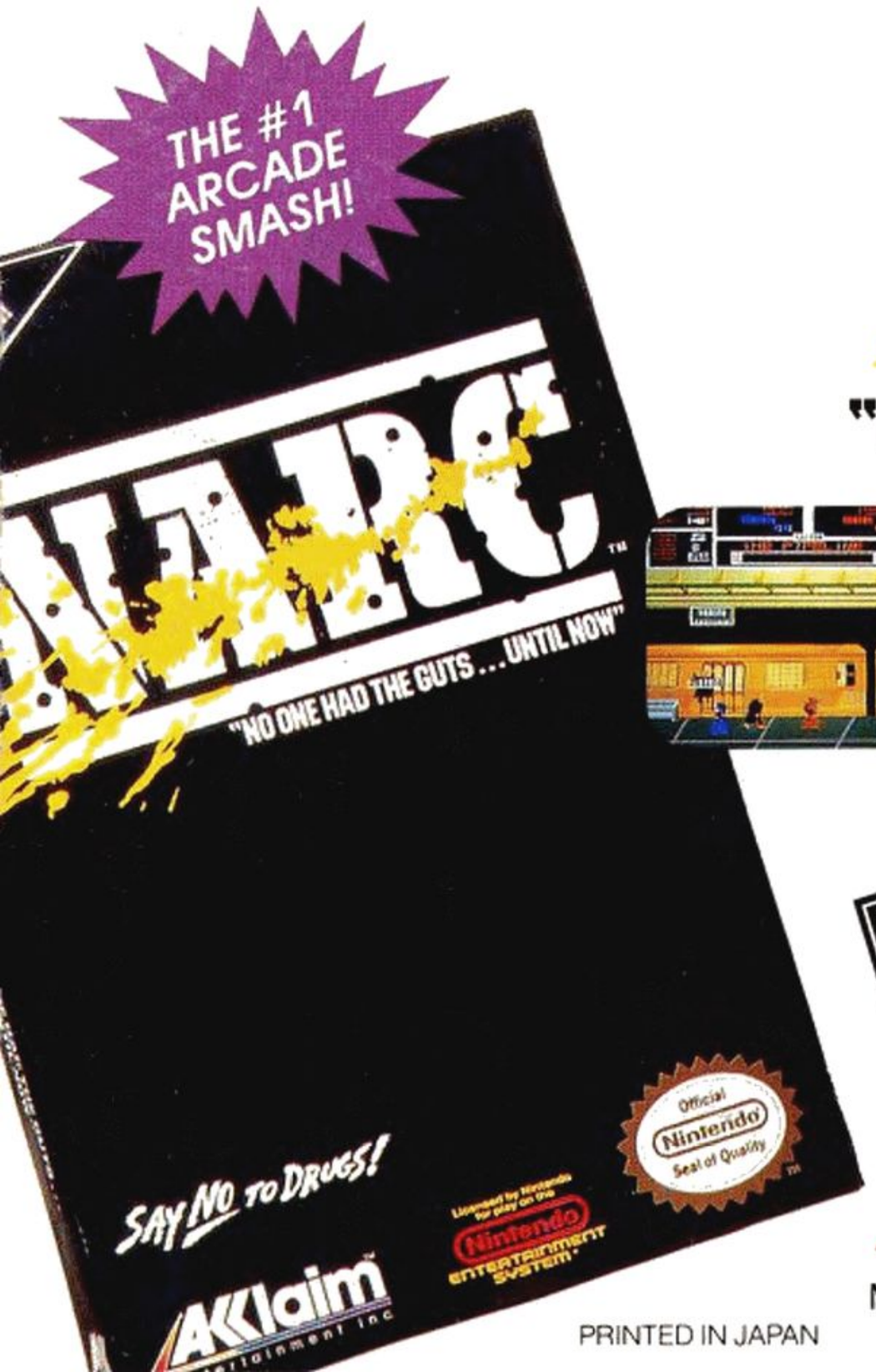
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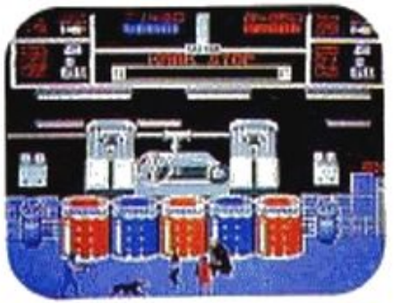

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- 9 super-arcade levels
- Second player can join in anytime

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